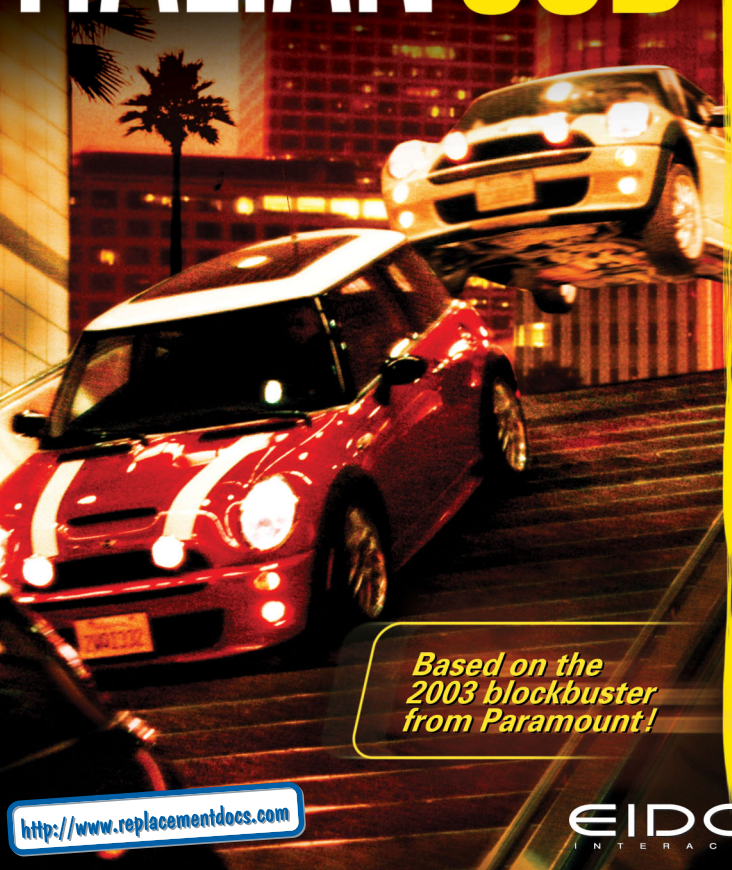




# THE ITALIAN JOB<sup>®</sup>



*Based on the  
2003 blockbuster  
from Paramount!*

<http://www.replacementdocs.com>

**EIDOS**  
INTERACTIVE

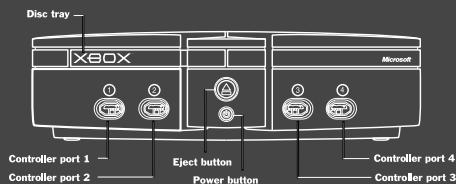
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# SETTING UP

## USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **THE ITALIAN JOB®** disc on the disc tray with the label facing up and close the disc tray.
5. Follow the onscreen instructions and refer to this manual for more information about playing **THE ITALIAN JOB®**.

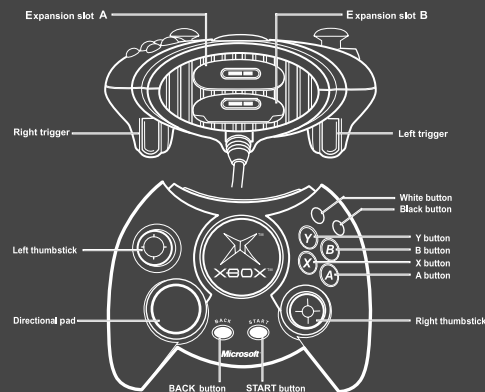
## AVOIDING DAMAGE TO THE DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

# STARTING UP

## USING THE XBOX CONTROLLER



1. Insert the Xbox Controller(s) into any controller port of the Xbox console.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the onscreen instructions and refer to this manual for more information about using the Xbox Controller to play **THE ITALIAN JOB®**.
4. See pages 6-7 for game controls.

## DOUBLE CROSS ITALIAN STYLE

You like speed? Think you're a good driver? Want to mount the curb and skip the traffic, hurtle off rooftops and cannonball through packed streets?

Welcome to **THE ITALIAN JOB®**.

Before we start, let's tell you a little about the story ...

Mastermind Charlie Croker and his gang of highly specialized thieves have pulled off a huge heist of minted gold-bullion from a riverhouse in Venice.

But during the post-job euphoria the gang is double-crossed by one of their own—Steve Bandell. Steve shoots John Bridger, a safecracker lured out of retirement for one last big score. Charlie and the rest of the gang are left for dead at the bottom of a frozen lake in the Alps.

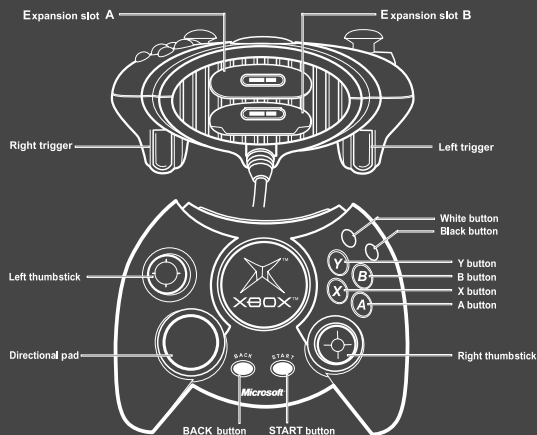
We join the story a year later. Charlie's survived and managed to track down the murderer who stole their haul and killed the man he looked upon as a father. The killer's changed his name to Steve "Frezelli" and is living a life of luxury in L.A.

Charlie and the gang want their gold.

And they want Steve.

Get In. Get Out. Get Even.

# CONTROLS



## MENU CONTROLS

directional pad ◀ / ▶	Cycle through options
<b>A</b> button	Confirm selection
<b>B</b> button	Return to previous menu

Navigate through menus by pressing the directional pad ◀ / ▶ to highlight options. Press **A** to confirm your choice of a highlighted option. Press **B** to retreat back one menu screen.

## DEFAULT DRIVING CONTROLS

directional pad ◀ / ▶	Turn left / right
left thumbstick	Turn left / right
right thumbstick	Accelerate / Brake / Reverse
<b>A</b> button	Accelerate
<b>X</b> button	Brake / Reverse
<b>B</b> button	Handbrake
<b>Y</b> button	Change camera view
<b>L</b> trigger	Rear view
<b>R</b> trigger	Two-wheel tilt
<b>START</b> button	Pause
<b>BACK</b> button	Respot

Note: You can change the driving controls and turn controller vibration ON/OFF from the Options Menu. When vibration is ON, the controller will vibrate in response to game events.

The Options Menu is available from both the Main Menu and the Pause Menu. See pages 10-11.



## chapter one

# THE MENUS

### MAIN MENU

#### STORY MODE

Story Mode takes place across 15 missions, as Charlie Croker and his gang attempt to track down Steve and take back what's rightly theirs—the gold. Take control of all types of vehicles—and then chase, tail and race your way through the streets of L.A. in a bid to “GET EVEN”!

##### *To Play—*

Select STORY MODE and then select the mission you want to play. You cannot select missions that are “grayed” in the menu or pictures that are negative until you earned a high enough grade in the previous mission.

At the end of each mission you receive a grade reflecting the number of points you accumulated during that mission. Grades not only allow you to progress to the next mission, they also unlock some of the many Bonuses in the game. See pages 19-20 for details.

#### CIRCUIT RACING (& Multiplayer)

Feel like a quick spin around town? Various circuits are available where you and three computer-controlled opponents can battle it out for supremacy.



Got friends? Invite them over and select TWO PLAYERS to play head-to-head with your buddy and two other AI opponents.

##### *To Play—*

Select either ONE PLAYER or TWO PLAYERS. Then select an environment. Finally, select your vehicle (Player 1 chooses first, followed by Player 2).

#### STUNT DRIVING

This unique mode of play focuses on controlled, precision driving. Stunt Driving offers a variety of courses, each with its own tough challenges. We dare you to quit this mode before completing at least one of the courses.

##### *To Play—*

After selecting STUNT DRIVING, select your circuit and then the vehicle you want to use. You can only use the new MINI Coopers in this mode.

Stunt Course One is available from the start, then you'll need to achieve high grades on each course to unlock the next one.

#### FREE ROAM

Drive around Hollywood or L.A. at your own pace. No missions, no times to beat, no opponents—just you, your vehicle, and the gorgeous view.



## OPTIONS

Various audio and game options are available while you're playing **THE ITALIAN JOB®**.

### AUDIO

**DOLBY DIGITAL**—**THE ITALIAN JOB®** game features a very complex sound system that's encoded in Dolby Digital™ for maximum effect if supported by your system. Dolby Digital™ playback is activated automatically if you have Dolby Digital™ equipment connected to your Xbox video game system and set up correctly. Please consult your Xbox Instruction Manual for more information on setting up your Xbox video game system for Dolby Digital™ sound.

- ▼ **SFX VOLUME**—Adjust the volume of background sound effects from 1 to 10 (loudest).
- ▼ **ENGINE VOLUME**—Adjust the volume of ingame engine noise from 1 to 10. Go on, ramp it up!
- ▼ **SPEECH VOLUME**—Adjust the volume of the game voiceovers from 1 to 10.
- ▼ **MUSIC VOLUME**—Adjust the soundtrack volume from 1 to 10.
- ▼ **DEFAULTS**—Restore the original settings.

## GAME

- ▼ **DEFAULT CAMERA**—Change the default camera view to a number of other views for your driving enjoyment.
- ▼ **VIBRATION**—Toggle controller vibration ON or OFF. When ON, the controller will vibrate in response to game events.
- ▼ **PLAYER ONE/PLAYER TWO CONTROLS**—Various control configurations are available. Highlight each setting to see its configuration. Both players can set their controls separately.
- ▼ **DEFAULTS**—Restore the original settings.

## SAVING & LOADING

- ▼ **THE ITALIAN JOB®** for Xbox is an auto-save title and does not support Xbox Memory Units. This game uses approximately 10 blocks of hard disk memory space.


Note: Any previously saved game data is auto-loaded at startup.

## BONUS FEATURES

**THE ITALIAN JOB®** contains a ton of Bonus material for you to unlock and enjoy—from serious development practices to us making complete fools of ourselves.

Complete Story Mode to unlock the Bonus features, and this option will appear on the Main Menu. For more information, see pages 19-20.

## PAUSE MENU

Press  during gameplay to display the Pause Menu. Menu items can vary depending on the game mode you're playing.

The options below are available in Story Mode:

- ▼ **CONTINUE**—Continue from where you paused the game.
- ▼ **NEXT MISSION**—Exit the current mission and play the next one. This option is available only after you successfully complete the current mission.
- ▼ **RETRY MISSION**—If you aren't happy with your performance, select this option to restart the mission from the beginning.
- ▼ **AUDIO OPTIONS**—Adjust game sound output and volume (see page 10).
- ▼ **GAME OPTIONS**—Adjust various game settings (see page 11). Available options may differ depending on whether you accessed Game Options from the Main Menu or from the Pause Menu.
- ▼ **QUIT**—Return to the Main Menu.



## chapter two

# THE HUD

The HUD (Heads Up Display) shows pertinent information onscreen, displaying only the elements specific to the current mode. For example, don't be bummed if you don't see the Lap Indicator during Story Mode—you aren't completing any circuits so it doesn't need to be there.

### STORY MODE HUD



Bonus/Deduction

RADAR

#### Story Mode HUD—

- ▼ **TIME REMAINING**—Details the remaining time left to reach the next objective or checkpoint. When the time runs down to zero, it's game over, man, game over.
- ▼ **SCORE**—Shows the amount of points you've scored so far during the current mission or race.
- ▼ **BONUS/DEDUCTION**—Whenever you perform a stunt (or indulge in poor driving), this indicator announces it.
- ▼ **RADAR**—The radar is a handy tool when you initially start playing **THE ITALIAN JOB®** and haven't yet learned the street layouts. The radar depicts:
  - a) Relative position of opponents around you. Threats are marked in black, opponents in white and cops in blue.

- b) The current objective point (or checkpoint in Circuit Racing), indicated by a pulsing orange marker. Keep this at the top of the radar to stay headed in the right direction. When you're near your objective, the marker moves toward the middle of the radar.

The radar only indicates the general location of the current objective point or checkpoints. Some may actually be on the road under you or in an underground parking garage whose entrance is on the other side of a building. Use the radar as an indicator—and remember that you may need to find a way around to your destination.

### CIRCUIT RACING HUD



Position

Lap

#### Circuit Racing HUD—

- ▼ **LAP TIME**—Your time so far on the current lap.
- ▼ **BEST TIME**—Your current best lap time.
- ▼ **SPLIT TIME**—How far you are behind the vehicle ahead of you (in red) or how far behind the 2nd position vehicle is when you're leading (in green).
- ▼ **POSITION**—Your race position compared to the other three competitors. So, if it reads 4/4, then you're last and you need to "get the lead out" or face humiliation (Circuit Racing only).
- ▼ **LAP**—Your current lap and the total number of laps in the race.

## chapter three

# PLAYING THE GAME

Note: See page 7 for default gameplay controls. You can choose between several control configurations from the Options Menu (see page 11).

### DRIVING

Driving a vehicle in **THE ITALIAN JOB®** works in the same way as if you were driving a real car. Please do not attempt to drive a real car in the same way as if you were playing this game. It's illegal, dangerous and downright irresponsible!

### ACCELERATING

Press the accelerator button (**A** default) to drive forward. The longer you hold down the button, the faster you go (to a maximum speed).

### BRAKING / REVERSING

Press the brake button (**X** default) to slow down. Hold down the brake button to put the vehicle into reverse.

### HANDBRAKE

OK, so everyone knows what a handbrake is, but we thought we'd emphasize how important it is to master and use it in **THE ITALIAN JOB®**. Good use of the handbrake allows you to maintain speed through sharp corners and rack up Stunt Bonus points. Bad use will see you heading straight into the nearest hard object. Not pretty.

Press the accelerator and handbrake (**A** + **B** default) at the same time to perform a "donut" (a sharp turn on the spot). Press the brake and handbrake (**X** + **B** default) at the same time to perform a reverse donut.

### TWO WHEEL TILT (MINIs only)

One of the hardest skills to master, but possibly the most rewarding, is the ability to tilt your MINI onto two wheels and sustain it for some distance without losing control. This not only demonstrates some pretty spectacular driving skills to your friends, but more importantly increases your Stunt Bonus.

Press and hold the two-wheel tilt button (**R** trigger default) to pop the MINI up onto two wheels. Steering in the appropriate direction can help maintain balance. The longer you hold your MINI on two wheels, the more Stunt Bonus points you'll gain. As soon as you release the button the vehicle falls back down onto all four wheels.



## DAMAGE

If you drive hard into a wall, you're going to damage your vehicle. The more damage you sustain, the worse it gets. Damage your vehicle too much and you're outta there.

## CAMERA VIEWS

A number of camera views are available for your driving pleasure. Press the camera view button (**Y** default) to try them out.

You can also look behind your vehicle by pressing and holding the rear view button (**L** trigger default) while playing. Release the button to resume normal view.

## RESPOT

Occasionally you may get into trouble, such as flipping your vehicle onto its roof or getting stuck on a ledge. Press the respot button (**BACK** button default) to put your vehicle back on the track—though you will be penalized in points for using this option.

## OBJECTIVE POINTS

In Story Mode you need to reach various destinations to meet your objectives. These destinations are called objective points and are designated by a large red box. To achieve your current objective, locate the objective point (use the radar) and drive into it—the vehicle will stop automatically.

Some objective boxes can be harder to find, such as down alleyways and in underground parking garages—after all, you don't want to be noticed. Learning the position of the objective points is essential, as many are used again throughout the missions.

## GRADING & UNLOCKING BONUS FEATURES

**THE ITALIAN JOB®** features an extensive grading system that rewards you for speed, style and skilled driving at the end of each mission (in Story Mode) or course (in Stunt Driving).

For example, in Story Mode you should:

- ▼ use shortcuts to increase your Time Bonus.
- ▼ smash through objects to accelerate your Smash-Up Bonus.
- ▼ gain more air off ramps to boost your Airtime Bonus.

In Circuit Racing it's simpler: just win the race!

The higher the points, the higher the grade, and the more goodies that will be unlocked before your very eyes. (Most vehicles, missions and Bonus content have to be unlocked before you can use them.)

Menu items that appear "grayed" must be unlocked by achieving the required grades in Story Mode and Stunt Driving, or by winning the available Circuit Racing races. For example, to unlock a Bonus vehicle, you need to achieve an A Grade during a mission; to progress to Stunt Driving Course Four you need to get A Grades on the previous three courses.

### **Grades—**

- ▼ **A GRADE**—Excellent! You've just unlocked a new vehicle or a Bonus Stunt Course.
- ▼ **B GRADE**—Not bad, but you've got to try harder.
- ▼ **C GRADE**—Congratulations! You've unlocked the next mission (in Story Mode).



## POINTS & DEDUCTIONS

Points are awarded at the end of a mission as follows:

- ▼ **MISSION COMPLETION BONUS**—Successfully complete a mission and you'll get a nice Bonus.
- ▼ **TIME REMAINING BONUS**—When you complete a mission, any additional time left on the clock is converted to points.
- ▼ **DISTANCE TRAVELED BONUS**—The more ground you cover to reach your objectives, the more points you get. Sometimes the shortest route isn't the best ... think about it.
- ▼ **STUNT BONUS**—Stunt Bonuses are awarded for feats like pulling off crazy cornering or holding your MINI on two wheels for a longer time.
- ▼ **AIRTIME BONUS**—You get points for every second your vehicle is airborne.
- ▼ **SMASH-UP BONUS**—The more boxes, tables, chairs, etc. you hit, the more points you get!

Points are also deducted for poor driving:

- ▼ **RESPOT PENALTY**—Using Respot can get you out of sticky situations, but it costs you points.
- ▼ **TRAFFIC COLLISION PENALTY**—Hit some traffic and you can kiss more points goodbye.
- ▼ **DAMAGE SUSTAINED PENALTY**—The more damage your vehicle sustains, the more points you'll lose.

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*THE ITALIAN JOB® is brought to you by Climax Brighton in association with Eidos Interactive and Paramount Pictures.*

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for their help and co-operation...**

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Good Day, Good Evening and Good Night

